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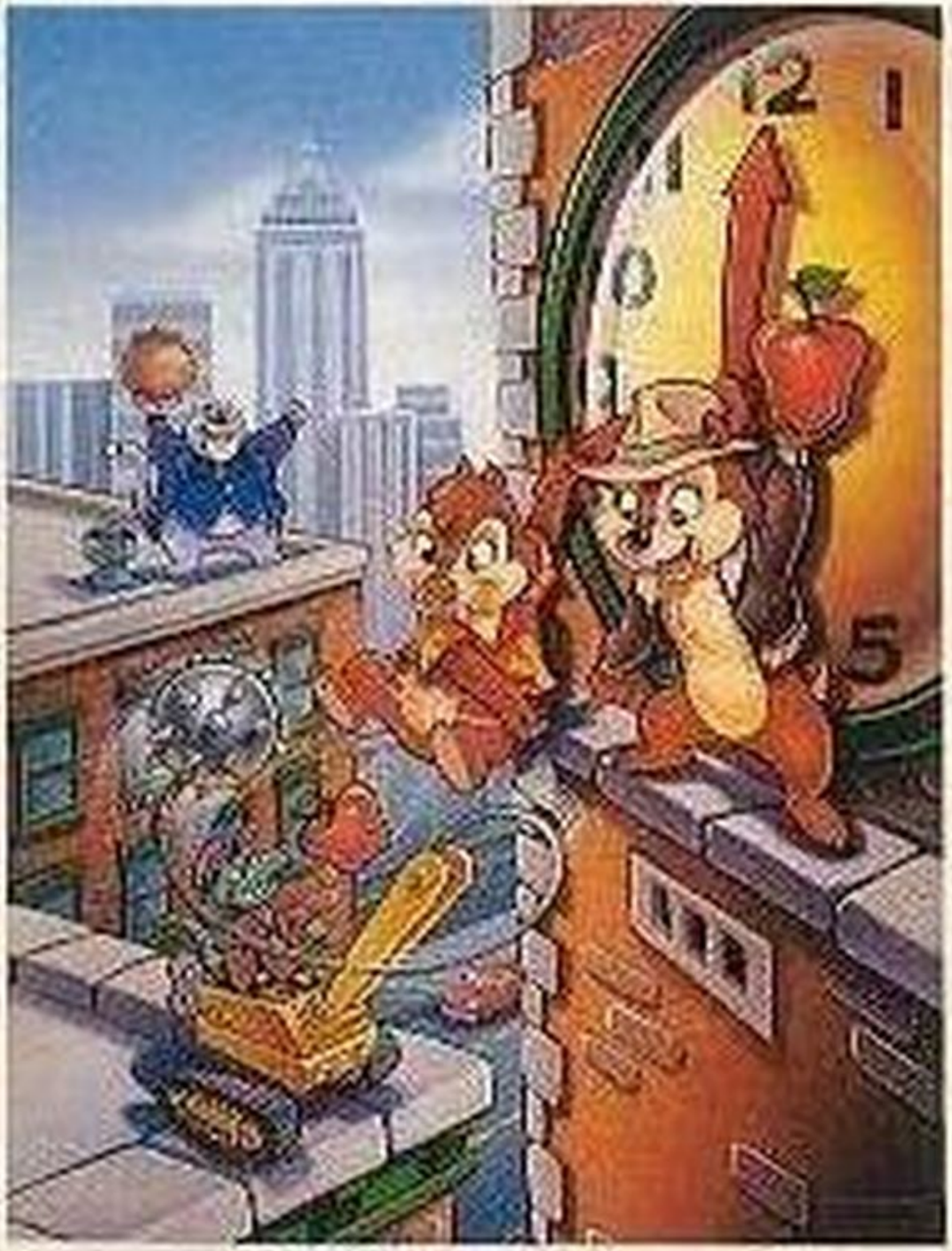


CAPCOM

Disney's

CHIP 'N DALE RESCUE RANGERS 2

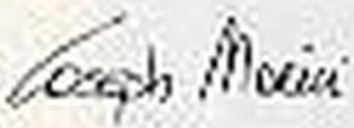
INSTRUCTION MANUAL

© Disney

A Special Message From Capcom

Thank You for selecting **RESCUE RANGERS 2**, the latest addition to Capcom's library of Disney's titles. Following such hits as **Darkwing Duck**, **DuckTales** and **DuckTales 2**, **RESCUE RANGERS 2** continues the tradition of action-packed family oriented games for the Nintendo Entertainment System.

RESCUE RANGERS 2 features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.



Joe Morici
Senior Vice President
CAPCOM U.S.A.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your **RESCUE RANGERS 2** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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GETTING STARTED

1. Set up your Nintendo Entertainment System and plug in controller one. For a two player game, plug in the second controller.

2. Insert the **Rescue Rangers 2** Game Pak into your Nintendo Entertainment System and turn it on. The title screen will appear.

3. Press **Start** to choose a one-player or two-player game. For one player games, press the **Start** button. You can choose to be either Chip or Dale. Press **Start** again to make your selection and begin the game. For two-player games, press the Select button on controller one to move the marker to "2 Players." Then press **Start** on controller one to begin.

4. Once you begin, you'll find out what the Rescue Rangers new assignment is. Read the story by pressing the **B** button. To go straight to action, press the **Start** button.

5. To end the game at any time, simply turn off the power on your Nintendo Entertainment System. Remember to replace the plastic sleeve on your Rescue Rangers Game Pak.

CASE OF THE MISSING URN

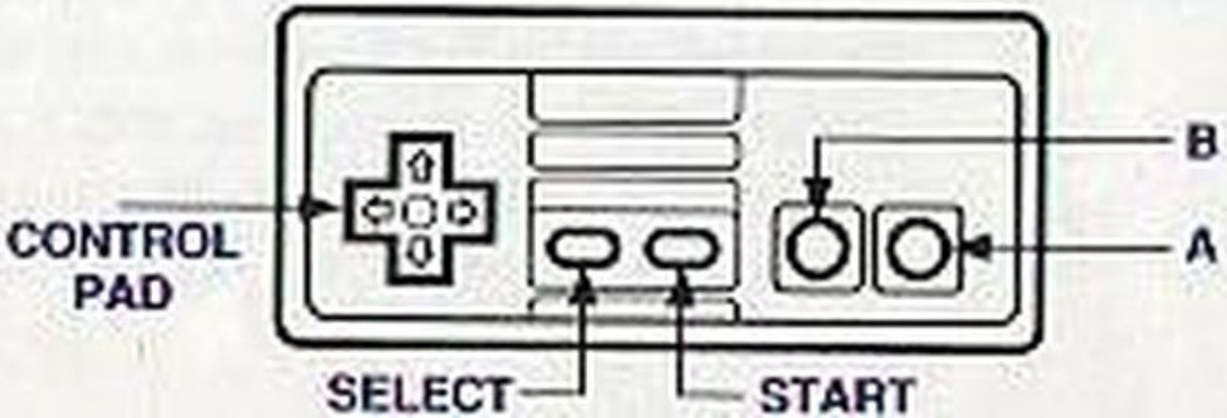
The RESCUE RANGERS have learned of some terrifying news. Their feline foe, Fat Cat, has escaped and he's stolen the Urn of the Pharaoh.

Once again, Chip and Dale and the rest of the Rangers have assembled to help capture the notorious criminal cat and his gang. Chip and Dale must search high and low to find clues to the whereabouts of Fat Cat and stop him from releasing the power of the Pharaoh's Urn. They must run through dangerous areas while avoiding treacherous traps and other hidden hazards.

With the help of Monterey Jack, Gadget and Zipper, Chip and Dale will solve the case of the missing urn and send Fat Cat back to the slammer.

CONTROLLING CHIP OR DALE

TO DO THIS:	DO THIS:
Run left or right:	Press the control pad left or right.
Jump:	Press button **A**.
Duck down:	Press the control pad down.
Pick up an object:	Press against the object with the control pad and press button **B**.
Throw objects:	Press button **B** while holding the object.
Hide in objects:	Press **Down** on the control pad while holding an object.
Jump down:	Press **Down** on the control pad and the **B button**.
Pause:	Press the **Start** button. To resume play,press it again.
Show status screen:	Press the **Select** button.



DETECTIVES AT WORK

Chip and Dale are in hot pursuit of Fat Cat. But to catch the feline felon, the Rangers must run, hide and jump past rambunctious rodents, rascally reptiles and mischievous marsupials.

Chip and Dale can also knock out critters by throwing objects at them. While holding an object, press the control pad in the direction you wish to throw and press the **B** button. You can also **Super-Throw** an object by pressing the control pad left or right and pressing the **B** button when the object starts to flash. With good aim, you can watch the object zip through the air and stop Fat Cat's fiends.

The RESCUE RANGERS can hide beneath boxes to avoid being caught by their enemies. Pick up a box and press **Down** on the control pad to hide yourself. If an enemy touches the box while hiding, the enemy will be defeated without Chip or Dale being harmed.

SNOOPING FOR TROUBLE

The two tiny detectives must investigate the disappearance of the Pharaoh's Urn. Run through different levels to find clues to where it's located while ducking and dodging Fat Cat's gang. But watch your health carefully or you may find yourself in the animal hospital.

Each player starts the game with 3 chances. The bottom of the screen shows the first initial of the character you are using and the number of hearts remaining. When you are caught by one of the enemies you will lose one heart. If you lose all your hearts you will lose one chance to finish the adventure.

The Rangers must make it through the level without losing all their hearts. Otherwise they will have to start their search from the beginning of the level. Once the Rangers make it to the end, they will meet with one of Fat Cat's guards. They'll have to get rid of him to move to the next level.

SEARCHING FOR CLUES

During Chip and Dale's investigation, they'll encounter many objects scattered throughout the levels. Pick these up and discover helpful items.

Items found behind objects:

Ranger Plaques - Collect a certain amount and you will receive a Rescue Rangers Badge. The more badges you earn the more hearts you will receive.

Ranger Badges - Collecting a certain amount will give you an extra heart. You will be rewarded a Ranger Badge at the end of each level only if you have collected enough Ranger Plaques.

Acorns - Collect these to replace a missing heart.

Stars - Collect these and you will gain an extra chance.

SEARCHING FOR CLUES *cont.*

Objects found throughout the levels:

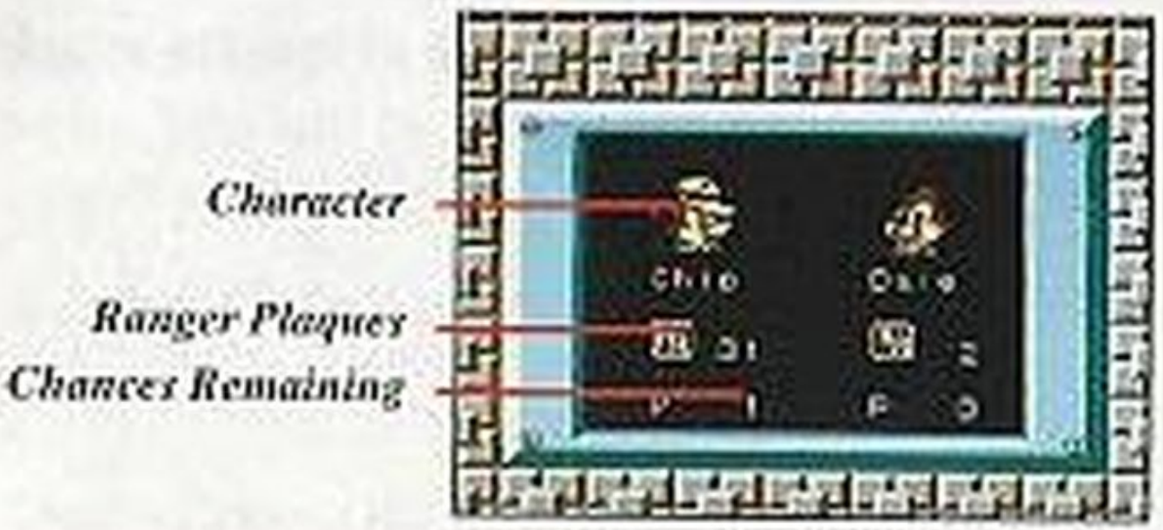
Box - You can throw or hide in these.

Bolt - You can throw these or stack them up to make stairs.

Tennis Ball - When thrown, you can ride on top of them to avoid danger.

CHECKING THE RANGERS STATUS

Press the **Select** button to pause the Rangers adventure and look at the status screen. You'll see what character you're currently using, the amount of Ranger Plaques you have collected for that level and the number of chances you have remaining. Press the **Select** button to resume play.



CONTINUING OR ENDING THE RANGERS INVESTIGATION

When all of Chip and Dale's hearts are gone, they will lose one chance. The Rangers must then start their detective work from the beginning of the level again. When they lose their last chance, a screen will appear with "Continue" and "End." To continue the adventure, you must select "Continue" and press button A. You can do this three times until your credit has been used up. To end your game, simply select "End" or turn the power off on your Nintendo Entertainment System.

HELPFUL HINTS

- Be sure to grab as many Ranger Plaques as possible. The more you grab the better chances of getting a Ranger Badge.
- Pick up boxes and other objects to find hidden treats.
- You'll be invincible for a few moments if you are touched by an enemy. Use this time to get out of trouble.
- You may discover some hidden switches that are almost impossible to get to. Try throwing something or someone at the switches with a **Super-Throw**.

WARRANTY INFORMATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on. The user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

WARRANTY INFORMATION CONT.

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling our Consumer Service Department operation from 8:30 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is able to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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RESCUE STRATEGY NOTES

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